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Pictorial Design (4th Year): Technical School Examinations 1933

Department of Education: Technical Instruction Branch

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COURSES IN ART.

(113)

AN ROINN OIDEACHAIS.

(Department of Education.)

BRAINSE AN CHEÁRD-OIDEACHAIS.

(Technical Instruction Branch.)

TECHNICAL SCHOOL EXAMINATIONS.

1933.

PICTORIAL DESIGN.

(Fourth Year.)

Friday, May 12th—6 to 10 p.m.

Examiner—GEORGE ATKINSON, ESQ., R.H.A., A.R.C.A.

Co-Examiner—P. O'SULLIVAN, ESQ., A.R.C.A. (LOND.).

GENERAL INSTRUCTIONS.

Enter your examination number and the subject of examination on the drawing paper and envelope supplied, but do not write your name on either. No credit will be given for work upon which your name is written, or upon which your Examination Number is not written.

You must not have with you any book, notes, or scribbling-paper.

You must not, under any circumstances whatever, speak to or communicate with another candidate: and no explanation of the subject of the examination may be asked for or given.

You must remain seated until your drawing-paper has been taken up, and then leave the examination-room quietly. No candidate will be allowed to leave before the expiration of twenty minutes from the beginning of the examination, and no candidate can be re-admitted after having once left the room.

If you break any of these rules, or use any unfair means, you are liable to be dismissed from the examination, and your examination may be cancelled by the Department.

Four hours are allowed for this paper. Worked exercises, unless previously given up, will be collected at 10 p.m.

INSTRUCTIONS.

Read the General Instructions on page 1.

(a) Select ONE of the following exercises, and execute it in any medium you consider suitable.

(b) The same number of marks is allowed for each exercise.

(c) The purpose of this examination is to test the ability of the candidates to arrange the general scheme, showing the main lines and disposition of the masses of form and colour.

1. Draw a design, in colour, size 16 inches high by 12 inches wide, for a Poster for a Buy Irish Goods advertising campaign, for reproduction to 40 inches by 30 inches. The words BUY IRISH are to be placed across the top of the design and the word GOODS across the bottom of the design. The middle space is to be occupied with a symbolic figure, or half-figure, representing an Irish type generally, e.g., an ancient Celt or an Aran Islander; or the word GOODS may be replaced by a descriptive title of any Irish product, e.g., HAMS, and the design for the figure drawn to suit the selected title.

2. Draw, in colour, a sketch design for a composition of not fewer than ten figures, in a panel 12 inches wide and 3 inches high, and make a squared drawing of one of the figures to a large scale.

3. Draw, to a small scale, a lay-out for a wall calendar to contain the months and dates for one year, and to have a panel for an illustration, and draw the panel, in colour, full size. Any appropriate subject may be illustrated, e.g., one or more of The Four Seasons; Time; Night and Day; The Sun, Moon and Stars; or one or more of The Signs of the Zodiac.

4. Draw, in black and white, an illustration for any part of Æsop's Fable of The Miller, his Son, and their Ass. The fable is told in a series, as follows:—

A Miller and his Son were driving their Ass to the fair. A troop of women jeered at them for walking when they might ride, whereupon the old man made his son mount the Ass. A group of old men remarked on the idle lad

riding while his old father walked, whereupon the Miller changed places with his Son. A company of women and children called the Miller a lazy fellow, whereupon he took his Son behind him on the Ass. Finally they were both abused for cruelty to the little Ass, whereupon they slung the Ass on a pole and carried him between them, but when they came to a bridge the Ass fell off the pole into the river and was drowned.

5. Draw, on a straight line 15 inches in length, a composition of figures without a background.